

#### **IV. AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A gaming machine comprising:  
a game result display meansdevice for displaying a game result thereon; and  
a beneficial state generating meansdevice for generating a beneficial state for  
a player when a predetermined game result is displayed on the game result display  
meansdevice;

wherein the game result display meansdevice includes a first display  
meansdevice having a plurality of symbol display parts capable of variably displaying  
and stopping plural symbols, each of the symbol display parts having light  
transmittance, and a second display meansdevice arranged at a more front side than  
a display area of in front of the first display meansdevice when seen from a front side  
of the gaming machine, the second display device being constructed from a liquid  
crystal display device including a liquid crystal panel, and

wherein a common illumination device is provided, the common illumination  
device including a front illumination device for illuminating the first display device from  
a front side thereof and the liquid crystal panel from a rear side thereof and a rear  
illumination device arranged within the first display device for illuminating the first  
display device from a rear side thereof and the liquid crystal panel by light passed  
through the symbol display parts means for illuminating both the first display means  
and the second display means is provided.

2. (Canceled)

3. (Currently Amended) The gaming machine according to claim-2\_1,  
~~wherein the first display means includes a plurality of symbol display parts capable of  
variably displaying and stopping a symbol or plural symbols, and is constructed so  
that one of the symbol display parts positioned between the second display means  
and the common illumination means has light transmittance,~~

wherein the ~~second display means is constructed from a liquid crystal display  
device comprising a liquid crystal panel, further includes a light guide meansdevice~~

arranged at a rear side of the liquid crystal panel, an individual illumination meansdevice for guiding light to the light guide meansdevice and a reflection meansdevice for reflecting light guided to the light guide meansdevice toward the liquid crystal panel positioned at a front side of the light guide meansdevice, and wherein ~~an area~~ areas of the reflection meansdevice corresponding to the symbol display ~~part is~~ parts of the first display device are made as light transmitting ~~part~~ parts so that the light passed through the symbol display parts reaches to the liquid crystal panel.

4. (Currently Amended) The gaming machine according to claim ~~4~~ 3, wherein the liquid crystal panel is set to normally white.

5. (Currently Amended) The gaming machine according to claim 1, further comprising:

a game start instruction meansdevice which is operable by a player;  
an internal winning combination determination meansdevice for determining an internal winning combination based on an output from the game start instruction meansdevice; and

a game result display control meansdevice for conducting display control of the game result display meansdevice based on a determined result by the internal winning combination determination meansdevice;

wherein the game result display control meansdevice turns off all illumination meansdevices included in the common illumination meansdevice in a case that the internal winning combination determination ~~means-determine-device~~ determines a predetermined combination as the internal winning combination.

6. (Currently Amended) The gaming machine according to claim 1, wherein the illumination meansdevice included in the common illumination meansdevice is able to variably display the symbols.

7. (New) A gaming machine comprising:

a plurality of mechanical reels each of which has a reel sheet having light transmittance and plural symbols formed thereon;

a first illumination device arranged within each reel;

a liquid crystal display device arranged in front of the reels, the liquid crystal display device having light transmitting areas each of which is disposed corresponding to each reel to see the symbols;

a second illumination device arranged between the reels and the liquid crystal display device;

wherein the first illumination device illuminates the symbols on the reel sheets from rear sides of the reels and the light transmitting areas on the liquid crystal display device by light passed through the reel sheets, and

wherein the second illumination device illuminates the symbols on the reel sheets from front sides of the reels and the liquid crystal display device.

8. (New) The gaming machine according to claim 7, wherein the liquid crystal display device is provided with:

a liquid crystal panel;

a light guide plate arranged between the liquid crystal panel and the second illumination device;

a third illumination device for guiding the light to the light guide plate;

a reflection plate arranged between the light guide plate and the second illumination device;

wherein the reflection plate has a reflection area for reflecting the light guided to the light guide plate by the third illumination device toward the liquid crystal panel and the light transmitting areas for passing through the light from the first illumination device.

9. (New) The gaming machine according to claim 7, further comprising:

a processor for controlling the reels, the first illumination device and the second illumination device;

wherein the processor selects the symbols to be stopped and displayed, determines based on the selected symbols whether or not a symbol combination is won and stops the reels, and

wherein the processor turns off at least one of the first illumination device and the second illumination device if the processor determines that the symbol combination is won.

10. (New) The gaming machine according to claim 8, further comprising:  
a processor for controlling the reels, the first illumination device, the second illumination device and the third illumination device;

wherein the processor selects the symbols to be stopped and displayed, determines based on the selected symbols whether or not a symbol combination is won and stops the reels, and

wherein the processor turns off at least one of the first illumination device, the second illumination device and the third illumination device if the processor determines that the symbol combination is won.

11. (New) The gaming machine according to claim 7, wherein the first illumination device and the second illumination device functions as an illumination device to illuminate the symbols on the reel sheets if liquid crystal in the light transmitting areas of the liquid crystal display device is not driven, and

wherein the first illumination device and the second illumination device functions as an illumination device to illuminate the liquid crystal display device if the liquid crystal in the light transmitting areas of the liquid crystal display device is driven.